



CLASSIC GUIDE TO **GREYHAWK**



**A Guide For New Players and Dungeon Masters to
Explore the Classic Incarnation of the Greatest Fantasy Setting**

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Gygax, Gary. *World of Greyhawk Folio*. 1980.
Gygax, Gary. *World of Greyhawk Boxed Set*. 1983.
Sargent, Carl. *From the Ashes Boxed Set*. 1991
Sargent, Carl. *Iuz the Evil*. 1991
Sargent, Carl. *The Marklands*. 1991
Sargent, Carl. *Ivid the Undying*. 1991
Moore, Roger. *The Adventure Begins*. 1998
Brown, Anne. *The Player's Guide to Greyhawk*. 1998
Mona, Erik et al. *Dungeons and Dragons Gazetteer*. 2001
Mona, Erik et al. *Living Greyhawk Gazetteer*. 2001
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FOREWORD

With the inclusion of the *World of Greyhawk* as an example of a campaign setting in the 2024 *Dungeon Master's Guide*, there is much to discuss! Greyhawk is back where it belongs, accessible to anyone playing the new edition of DUNGEONS & DRAGONS.

The designers for the new *Dungeon Master's Guide* have impressively packed a significant amount of content and detail into a very limited page count, making it a worthy template for outlining any campaign setting. The artwork is stellar, especially the depiction of the Battle of Emridy Meadows, and the beautiful maps by Mike Schley and Francesca Baerald are worthy additions to any collection. Of course, some changes were bound to be introduced, and they bring fresh perspectives to explore.

Our goal here is to aid in that exploration by using a similar framework to the one presented in the *Dungeon Master's Guide* that more closely resembles the original *World of Greyhawk* whilst also taking into account many developments in that setting that took place since the publication of the 1980 *World of Greyhawk Folio*. It is our hope that we provide Dungeon Masters additional options for running Greyhawk the way they want, and to establish a common baseline for discussing this classic setting with newer players.

Feel free to incorporate elements from this supplement into your campaign, use the Flanaess as presented here, or stick with the version presented in the 2024 *Dungeon Master's Guide*. Make Greyhawk your own—and most importantly, have fun doing so!

Stuart Kerrigan
Free State of Onnwal
November 2024



On the Cover: The sun sets over the Selintan as Mordenkainen the Archmage lifts his gaze from the ancient, rune-inscribed grimoire to appraise you coolly, an unsettling welcome to the World of Greyhawk.

On the Alt-Cover: Mordenkainen had hair until Todd Lockwood decided to make him bald for the cover of the TSR Jam 1999 supplement.

The Digital Darlene map is a wonderful work made by Zach Henderson and Robert Conley. The map was generously released under a Creative Commons 4.0 license. It was taken from *Bat in the Attic* and Red text and lines were added by Stuart Kerrigan.



HISTORY OF THE FLANAESS

Over one thousand years ago, two ancient empires in the west—the Suel and the Baklunish—were locked in a great war, the origins of which are lost to time. Its consequences are still evident to this day. After sixty-three years of deadlocked conflict, the Suloise unleashed the Invoked Devastation upon the Baklunish, wiping out nearly every trace of civilization north of the Sulhaut Mountains. In retaliation, Baklunish Mage-Priests unleashed the Rain of Colorless Fire upon the Suel, reducing their empire to ash. The Dry Steppes and the desolate Sea of Dust remain as monuments of these Twin Cataclysms.

OF GREAT MIGRATIONS AND KINGDOMS

The war had driven entire peoples eastward into the wide lands beyond the Barrier Peaks and Crystalmist Mountains. The tribal Oeridians, guided by prophecies of greatness, were the first to enter the lands of the Flanaess and encounter the Flannae peoples who had dwelt there since time immemorial. Suloise refugees followed, sometimes allying with the Oerids and Flan, but more often warring with them. For over two centuries, the Suel and Oeridians fought, with the Suel frequently defeated and pushed to the periphery, while the Oeridians claimed the richest lands. In the shattered west, Baklunish survivors migrated north and west to the shores of the Dramidj Ocean, where they founded Ekbir and Zeif.

In the Flanaess too, realms arose from the chaos of the Great Migrations. Among the first of these was the Kingdom of Keoland, founded nearly eighty years after the Twin Cataclysms. Suel noble houses allied with Oeridian tribes, pledging mutual protection and shared dominion over the lands along the great Sheldomar River. In the east, an Oeridian tribe known as the Aerdi conquered lands along the shores of the Solnor Ocean, founding the Kingdom of Aerdy. Over the next two centuries, Aerdy came to dominate the eastern Flanaess, burgeoning into an empire known as the Great Kingdom. Grand Prince Nasran was the first to adopt the title of Overking of Aerdy, declaring a new era of Universal Peace, and the first year of a new calendar of Common Years. The Great Kingdom's dominion expanded as far as Veluna and Perrenland, and included an unremarkable trading outpost known as Greyhawk on the Selintan River.

SPLINTERS IN THE SUN OF AERDY

As the overkings grew increasingly decadent and ineffectual, the empire slowly crumbled. One by one, its far-flung provinces asserted their sovereignty. In 254 CY, the western Viceroyalty of Ferrond broke away, fragmenting into the realms of Furyondy, Veluna, and Perrenland, amongst others. In 356 CY, the excesses of the overkings of the Celestial House of Rax drove the Viceroy of Nyronnd to renounce his oaths to his imperial cousin, and crown himself King of Nyronnd. The assassination of Overking Nalif in 437 CY sparked a bloody civil war known as the Turmoil Between Crowns. Over a decade of internecine conflict ended

with the malevolent Ivid I of the Celestial House of Naelax atop the Malachite Throne of Aerdy. The few remaining good-aligned fiefs seceded, and the empire sank from decadence into depravity.

THE BRAZEN WEST

In about 290 CY, Sultan Melek II of Zeif invited the Brazen Horde, a federation of nomad clans from the distant land of Komal, to subjugate the Paynim tribes plaguing his southern borders. Though they did so, the arrival of the newcomers had unintended consequences. In 316 CY, a confederation of displaced Bakluni and Oerid tribes calling themselves the Relentless Horde pillaged their way across Ekbir before claiming the lands north of the Yatil Mountains as their new homeland. Though they later fragmented into the Chakyik and the Weigwur, the nomads dominate the north to the present day. The Brazen Horde overran the Zeifi provinces of Tusmit and Ket, which fell forever from the grasp of the sultan. For the next half-century, the nomads raided east into the Flanaess until their depredations eventually stirred Keoland from its long slumber.

THE LION STIRS

Under a line of kings of the House of Rhola, Keoland embarked on a series of imperial conquests. At its greatest extent, the dominion of the Keoish crown reached from the Pomarj to Ket and as far north as Veluna's southern provinces. However, a humiliating retreat from Ket, defeat by Furyondy in the Short War, and a rebellion by the lords of Ulek and the elves of Celene, saw Keoland's imperial ambitions come to naught. King Tavish IV in 453 CY brought a shift in the kingdom's policy to its vassals: Geoff, the Yeomanry, and the Uleks were granted sovereignty, while the Gran March and Sterich became autonomous, though bound by oaths to the Throne of the Lion.

THE EBB AND FLOW OF EVIL

Amidst the northern reaches of the Flanaess, a new evil began to stir. The dark union of the witch-queen Iggwilv and the demon prince Graz'zt begat a cambion named Iuz, who rose to power in 479 CY as the lord of a small domain in the Howling Hills. With astonishing speed, he amassed an army of malevolent wizards, savage orcs, and wicked demons, conquered a large realm for himself north of Whyestil Lake, and somehow attained demi-godhood. Yet in 505 CY, Iuz was imprisoned within the Godtrap, an eldritch device crafted within Castle Greyhawk by the mad archmage Zagig Yragerne, as part of a scheme to secure his own apotheosis.

New evils arose in Iuz's absence. The Horned Society—a shadowy cabal of devil-worshippers—claimed some of Iuz's former lands. On the marches of the Viscounty of Verbobonc, the cult of Elemental Evil—catspaws for Iuz's consort, Zuggtmoy, Demon-Queen of Fungi—amassed a horde and built a stronghold known as the Temple of Elemental Evil. The cult was defeated at the Battle of Emridy Meadows in 569 CY by the Righteous Host, led by Crown Prince Thrommel of Furyondy—a paladin of Rao—resulting in the Temple's swift downfall. Four years later, Thrommel was betrothed to Lady Jolene, a priestess of his faith and daughter of the Plar of Veluna. This marriage would have unified the two realms into a mighty bastion against the evil plaguing Eastern Oerik. However, Thrommel's recent disappearance has thwarted these plans.



GREYHAWK CONFLICTS

WHILE GREYHAWK IS ADAPTABLE TO A VARIETY OF DUNGEONS & DRAGONS adventures, it is useful to emphasize three significant sources of villainy within the Flanaess: the increasingly fractured Great Kingdom, Iuz and his wicked followers, and the insidious Scarlet Brotherhood. Each of these factions can support many of the “Flavors of Fantasy” outlined in the *Dungeon Master’s Guide*. An enterprising Dungeon Master should seek opportunities to introduce creatures aligned with these three villainous groups, assigning objectives that place their agents in opposition to the player characters. Below, the primary conflicts and the objectives of these villainous factions are outlined briefly:—

THE FIEND-SEEING THRONE

The Great Kingdom has fallen into utter depravity. In 198 CY a portentous red comet appeared over the Flanaess heralding the Age of Great Sorrow. Within two decades, the Malachite Throne was auctioned to the highest bidder, beginning the empire’s decline into decadence, weakness, and folly. The Knights Protector were betrayed from within and many of their finest slain by a spawn of Demogorgon born of that treachery. When, after the Turmoil Between Crowns, the House of Naelax seized the throne, they did so through ruthless military conquest and dark pacts with devils.



HERALDRY OF THE
GREAT KINGDOM

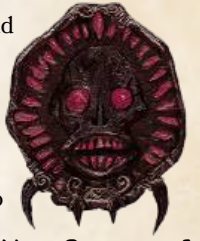
The current Overking of Aerdy, the insane Ivid V, clings tenaciously to power from his fiend-seeing throne in the imperial city of Rauxes. Though many of his vassals — including his own kin — watch hungrily for signs of weakness, plotting his overthrow, Ivid reigns through tyranny and terror. Thus the overking can still command the obedience (if not always the loyalty) of vast armies. His gaze is fixed westward, hungrily eyeing Nyron, Almor, and the Iron League — a coalition of former fiefs united against his rule. He is determined to restore these “rebellious provinces” to the empire, crushing the “traitors, usurpers, and outlaws” that have long “infested” them. Bolstered by devils, undead, and wicked men, Ivid V is a formidable and dangerous foe.

IUZ THE EVIL

In 570 CY an ill-starred band of adventurers, led by bold Lord Robilar, unwittingly released the dark demigod Iuz from the Godtrap in Castle Greyhawk. The reckless warrior and his forces attempted to kill the newly awakened and weakened demigod. With the timely arrival of the mages Tenser and Bigby, along with Tenser’s sworn sword, Retnaran (also known as Neb Retnar), they nearly succeeded. Near death, the Old

One was saved only by hastily opening a portal and fleeing to the Abyss. Later, when he reemerged, it seemed Iuz had been inexplicably strengthened by his confinement.

The Old One returned to dread Dorakaa where he now prepares a savage campaign to reclaim his lost empire and bring ruin and vengeance to all who oppose him. While his hatred burns especially bright for the Free City of Greyhawk (home of his former jailor, Zagig Yragerne) — the Horned Society, Kingdom of Furyondy, and the Lands of the Highfolk are more immediate targets for his malice. Across his realm, Iuz is mustering great armies of orcs, goblins, gnolls, and even giants, as well as his elite Legion of Black Death. Along the infamous Road of Skulls, vile creatures lurk, spreading terror and disorder. The Flanaess cries out for heroes, for those bold enough to defy Iuz and declare, *‘I spit on the Old One!’*



A HOLY SYMBOL OF IUZ

THE SCARLET SIGN

The Great and Hidden Empire of the Scarlet Brotherhood, known also as Shar (meaning “Pure” in Ancient Suloise), lies on the Tilvanot Peninsula on the southern edge of the Flanaess. The Scarlet Brotherhood (or Brotherhood of the Scarlet Sign) is a secretive society led by a cadre of monks, with ultimate authority vested in the enigmatic Father of Obedience. They are motivated by the fanatical belief that the Suel people are the chosen of the gods, superior to all others, and thus the only rightful rulers of the Flanaess. So convinced are they of their superiority that no act—however vile—is beneath them if it advances the inevitable “manifest destiny” of the Suel.

Their chief weapons are deception, espionage, stealth, and assassination. The vision of the Flanaess under their rule is chilling: only those of pure Suel blood who embrace the Brotherhood’s philosophy will enjoy full citizenship. Those of partial Suel ancestry will have only the rights that the Brotherhood deem appropriate, while the lowest tier of Brotherhood society will be the thralls, including non-humans and humans deemed of “inferior” stock.

After long centuries of secrecy, the Brotherhood revealed themselves to the outside world in 573 CY. In the guise of ascetic sages devoted to the preservation and dissemination of ancient lore and knowledge, members of the Brotherhood presented themselves as advisors at the courts of rulers and nobles, first in the lands of the Iron League, and soon after in many other realms. Covert spies and assassins followed in the wake of the sages, embedding themselves across Flanaess, patiently awaiting the opportune moment to strike and advance the Brotherhood’s intricate conspiracies.



THE SCARLET SIGN

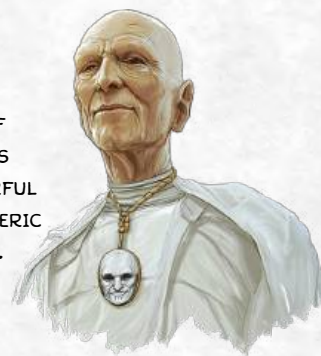
With the gift of a single sword, an inevitable series of events has been initiated. There can be no atonement for the action I have now taken. I pray that I have seen true.

*Excerpted from the Codex of Mordenkainen
Coldaven, 570 CY*

GODS OF GREYHAWK

The Gods of Greyhawk table lists many of the most prominent deities worshiped in the Flanaess. The gods seldom involve themselves directly in the affairs of Oerth, though Saint Cuthbert has, on occasion, manifested in physical form. Numerous other deities are also venerated beyond those represented in the table, including a variety of demigods, hero-gods, and quasi-deities, among whom Iuz—a demigod who rules his own realm—stands out as one of the most notable.

CANON HAZEN OF
VELUNA, PERHAPS
THE MOST POWERFUL
GOOD-ALIGNED CLERIC
IN THE FLANAESS.



Name and Epithet	Alignment	Home Plane	Typical Worshipers	Suggested Domains	Holy Symbol
Al'Akbar, the Restorer of Righteousness †	LG	Seven Heavens	Administrators, scholars, teachers	Knowledge, Order	Cup and (star-shaped) Talisman
Beory, The Oerth Mother *	N	Material Plane	Farmers, herders	Life, Nature	Rotund female figurine
Berei of the Hearth	N	Bytopia	Families, farmers	Life, Nature	Sheaf of wheat stalks
Boccob, the Uncaring One *	N	Outlands	Sages, spellcasters, seers	Arcane, Knowledge	Eye within a pentagram
Celestian, the Far Wanderer	N	Astral Plane	Wanderers, astronomers	Knowledge, Twilight	Black disc with an arc of seven stars
Ehlonna of the Forests	CG	Beastlands	Hunters, foragers	Life, Nature	Unicorn horn
Erythnul, the Many	CE	Pandemonium	Raiders, bandits, berserkers	Death, War	Bestial and hideous visage or a blood drop
Fharlanghn, the Dweller on the Horizon	N	Outlands	Travelers	Knowledge, Trickery	Disc crossed by a curved horizontal line
Heironeous, the Invincible One	LG	Mount Celestia	Knights, soldiers	Order, War	Lightning bolt
Hextor, the Scourge of Battle	LE	Acheron	Soldiers, tyrants	Order, War	Six down-pointing arrows in a fan
Incubulos, the Black Rider *	NE	Hades	Necromancers, those who seek to ward off illness	Death, Grave	Eye of possession within a diamond
Istus, the Lady of Our Fate *	N	Mechanus	Seers, advisers	Knowledge, Order	Spindle with three strands
Iuz, the Evil †	CE	Material Plane	His subjects and allies	Death	Grinning human skull
Kord, the Brawler	CG	Ysgard	Athletes, berserkers, soldiers	Tempest, War	Eight-pointed star of spears and maces
Nerull, the Reaper *	NE	Carceri	Murderers, necromancers	Death, Grave	Skull with a scythe
Obad-Hai, the Shalm	N	Outlands	Hunters, gatherers, hermits	Life, Nature	Face mask made of oak leaves and acorns
Olidammara, the Laughing Rogue	CN	Ysgard	Revelers, gamblers, pranksters	Knowledge, Trickery	Laughing mask
Pelor, the Radiant One *	NG	Elysium	Healers, farmers	Light, Life	Sun in splendor
Pholtus of the Blinding Light	LG (LN)	Arcadia	Judges, lawyers, arbiters	Light, Order	Silver sun partially eclipsed by a crescent moon
Procan, the Storm Lord	CN	Limbo	Sailors, navigators	Nature, Tempest	A cresting wave surmounted by a trident
Ralishaz, the Unlooked For	CN	Limbo	Gamblers	Knowledge, Trickery	Three bone fate-casting sticks
Rao, the Mediator *	LG	Mount Celestia	Diplomats, mediators, sages	Order, Peace	White heart, or a serene mask
Saint Cuthbert of the Cudgel	LG (LN)	Arcadia	Practical, honest folk	Knowledge, Order	Circle at the center of a starburst
Syru, the Hag Goddess	CE	Gehenna	Liars, charlatans, traitors	Death, Trickery	Forked tongue
Tharizdun, the Destroyer	NE	Imprisoned in a demiplane	Nihilistic cultists	Death, Trickery	Spiral rune
Trithereon, the Summoner	CG	Arborea	Rebels, individualists	Trickery, War	Triskelion
Ulaa, the Stonewife	LG	Arcadia	Miners, jewelers, quarriers	Forge, Knowledge	Mountain with a ruby heart
Vecna, the Maimed One †	NE	Unknown	Necromancers, undead, those who keep or unearth secrets	Arcana, Death	An eye in the palm of a left hand
Wee Jas, the Stern Lady	LN (LE)	Acheron	Spellcasters, advisers, gravediggers	Arcana, Grave	Red skull in front of a fireball
Zilchus, the Guildmaster	LN	Outlands	Merchants, negotiators, aristocrats	Knowledge, Order	Hands clutching an overflowing bag of gold

* denotes greater gods; † denotes demigods

THE CALENDAR



n Oerth, the calendar year comprises 364 days, organized into twelve months of 28 days each, with four seven-day lunar festivals interspersed every three months. Each week includes seven days: Starday, Sunday, Moonday, Godsdag, Waterday, Earthday, and Freeday. Godsdag is customarily reserved for worship, while Freeday serves as a day of rest; the other days are designated as workdays. Notably, the days of the week are fixed to specific dates annually; for example, Starday consistently falls on the 1st, 8th, 15th, and 22nd of each month.

The Common Year is a system of reckoning decreed by the Grand Prince Nasran of the Great Kingdom of Aerdy. In the year 1 CY the Great Kingdom was sufficiently powerful for Nasran to proclaim an era of universal peace across the empire as he took the title of Overking.

The current year is 576 CY. There is no 0 CY as the reckoning began with the first year, 1 CY. An event dated to -100 CY occurred precisely 676 years, not 677, before the year 576 CY. Most historians of the Flanaess prefer using other dating systems when discussing ancient history.

The current year, 576 CY, corresponds to:

- 🦅 1220 OR in the Oeridian Record calendar
- 🦅 6091 SD in the Suloise Dating system
- 🦅 5038 OC in the Olven Calendar
- 🦅 3235 BH in the Baklunish Hegira calendar
- 🦅 2726 FT in Flan Tracking

360 DAYS OR 364?

The calendar featured in the 2024 *Dungeon Master's Guide* is derived from the original 1980 *World of Greyhawk Folio*. This was subsequently adjusted in the 1983 *World of Greyhawk Boxed Set* to a 364-day calendar, addressing complications with lunar cycles in the initial 360-day year format. This 364-day calendar was consistently used in later publications, including *From the Ashes*, *The Adventure Begins*, and the *Living Greyhawk Gazetteer*. Thus the 364-day year is presented here.

● : new moon ◐ : waxing half-moon ○ : full moon ◑ : waning half-moon

Month	Common Name	Olven Name	Nomadic Name	Season	Phases of Luna				Phases of Celene
	Needfest			Midwinter	4th 🟤				4th 🟡
1	Fireseek	Diamondice	Tiger	Winter	4th 🟡	11th 🟡	18th 🟡	25th 🟤	19th 🟡
2	Readying	Yellowillow	Bear	Spring	4th 🟡	11th 🟡	18th 🟡	25th 🟤	11th 🟤
3	Coldeven	Snowflowers	Lion	Spring	4th 🟡	11th 🟡	18th 🟡	25th 🟤	4th 🟡
	Growfest			Start of Summer	4th 🟡				4th 🟡
4	Planting	Blossoms	Frog	Low Summer	4th 🟡	11th 🟡	18th 🟤	25th 🟡	19th 🟡
5	Flocktime	Violets	Turtle	Low Summer	4th 🟡	11th 🟡	18th 🟤	25th 🟡	11th 🟤
6	Wealsun	Berrytime	Fox	Low Summer	4th 🟡	11th 🟡	18th 🟤	25th 🟡	4th 🟡
	Richfest			Midsummer	4th 🟡				4th 🟡
7	Reaping	Goldfields	Snake	High Summer	4th 🟡	11th 🟤	18th 🟡	25th 🟡	19th 🟡
8	Goodmonth	Sunflowers	Boar	High Summer	4th 🟡	11th 🟤	18th 🟡	25th 🟡	11th 🟤
9	Harvester	Fruitfall	Squirrel	High Summer	4th 🟡	11th 🟤	18th 🟡	25th 🟡	4th 🟡
	Brewfest			Start of Autumn	4th 🟡				4th 🟡
10	Patchwall	Brightleaf	Hare	Autumn	4th 🟤	11th 🟡	18th 🟡	25th 🟡	19th 🟡
11	Ready'reat	Tinklingice	Hawk	Autumn	4th 🟤	11th 🟡	18th 🟡	25th 🟡	11th 🟤
12	Sunsebb	Lacysnows	Wolf	Winter	4th 🟤	11th 🟡	18th 🟡	25th 🟡	4th 🟡

7 day lunar festivals are *italicised*. All months are 28 days long.

PEOPLE OF THE FLANAESS

The humans of the Flanaess are a rich melting pot, comprising a diverse array of ethnic groups. Most regions of the Flanaess are populated by humans of mixed ethnicity, though, in appearance and culture, they draw from a handful of originating ethnic groups. It is not unheard of to encounter individuals whose ancestry is derived from a single ethnic group. For example, the Old City families of Rel Astra are entirely Oeridian, while the Scarlet Brotherhood is fanatically pure Suel.

Other human ethnicities in the Flanaess include the **Olman** (rich red-brown to dark brown complexion, straight dark hair, and dark-hued eyes, ranging from medium brown to black) and the **Touv** (dark brown or near black complexion, straight or wavy dark hair, and eyes of blue, brown, or black color), both of which hail from the southern continent of Hepmonaland. While uncommon in the Flanaess, they are by no means unknown. For example, many ballads in Sterich are about Earl Querchard's beautiful wife from faraway lands (and only half were written by Querchard himself).

Name	Cultural Notes	Physical Characteristics and Appearance
Oeridian	Practical, pragmatic, hard-working; tend to be impatient with intellectual pursuits; value honor, loyalty, and self-sacrifice; temperamental with a proclivity for violence; prefer a strict social hierarchy; strong martial traditions and unsurpassed skill in battle magic and war	<i>Build and Features:</i> Variable build; oval to square faces with strong jawlines <i>Complexion:</i> Tan to olive <i>Hair:</i> Auburn and brown most common, but black or blonde also seen <i>Eyes:</i> Varied colors, brown or gray most common <i>Clothing:</i> Short tunics, close-fitting trousers, capes; plaid and check patterns in the eastern Flanaess, oval and diamond patterns in the south and west <i>Language:</i> Old Oeridian - still used for legal purposes in the Great Kingdom and its former vassals
Suloise	Great affinity for immediate family; tend to be blunt, proud, opinionated, selfish and occasionally callous or even cruel; often unwilling to admit their flaws or personal hardship; passionate about study; strong aptitude for arcane magic and sorcery	<i>Build and Features:</i> Lean build; narrow faces <i>Complexion:</i> Fair to albino; freckled in sunny climes <i>Hair:</i> Blond, red, or platinum; curly, wiry or kinky texture <i>Eyes:</i> Pale to deep blue, violet, or gray <i>Clothing:</i> Pantaloon, loose blouses (north) or vests (south) in solid colors (one color for commoners, two or more for nobles); large pins, brooches, emblems, and other adornments <i>Language:</i> Ancient Suloise - rarely spoken; preserved in ancient texts of the Suel Imperium; Fruztii or the Cold Tongue - spoken by the Cruskii, Schnai and Fruztii
Flan	Strong connection to and respect for the natural world; prefer to be outdoors and cultivate gardens and green spaces even in urban areas; often plant trees at the doors of dwellings; strong oral tradition and deep love of songs and storytelling; observe customs and taboos related to their birth season	<i>Build and Features:</i> Sturdy build; broad strong faces <i>Complexion:</i> Bronze, ranging from light copper to dark brown <i>Hair:</i> Black or brown, often curly or wavy <i>Eyes:</i> Dark brown, brown, black, or amber <i>Clothing:</i> Traditional: animal skin belts, breechcloths, capes, robes, and footwear; body painting and tattoos Modern: Prevailing current fashions with preference for bright primary colors in solid arrangements <i>Language:</i> Flan - spoken by Tenhas and surviving Flan tribes; developed into distinct regional dialects
Baklunish	Regard honor, family, generosity, and piety as fundamental virtues; observe many customs and taboos based on astrology; great reverence for horses; enjoy song and dance; trade and exploration are considered important pursuits; great skill in arcane magic, especially divination, summoning, and elemental magic	<i>Build and Features:</i> Tall and long limbed; long faces with high cheekbones <i>Complexion:</i> Golden <i>Hair:</i> Dusky brown to blue-black; straight, fine texture <i>Eyes:</i> Green or gray-green most common; hazel or gray rarer <i>Clothing:</i> Settled: Gowns and robes, long coats with short breeches or long one-piece tunics or dresses; bright patterns and colors Nomads (formal): Elaborate garments with puffed and slashed sleeves revealing contrasting pastel colors Nomads (informal): Rough leather or hide clothing <i>Language:</i> Ancient Baklunish - language of the Baklunish Empire; used for official and religious documents; modern dialects, e.g. Osfaradd, Low Baklunish, spoken in various parts of the west
Rhennee	Masters of inland sailing and navigation; love travel, adventure, music, and gambling; men tend to be sailors and warriors; <i>vetha</i> (wise women) practice arcane magic, specializing in divination and enchantment; no priests, gods, or religion; strict code of etiquette for dealing with other Rhennee; great hostility between barge-dwelling and wagon-dwelling (called <i>Attlo</i>) clans	<i>Build and Features:</i> Short, strong and wiry <i>Complexion:</i> Olive to tan <i>Hair:</i> Black or dark brown; usually curly <i>Eyes:</i> Gray, blue, hazel or occasionally green <i>Clothing:</i> Simple, functional clothing with muted color; exceptional leatherwork <i>Language:</i> Rhopan; secret tongue of the Rhennee; incorporates terms from criminal argot of Oeridian and Common; common misconception is that Rhopan is a cant

- 🧝 **Elves** dwelled in the Flanaess before humans emerged, and retreated to forests and uplands as humanity expanded. They ally with dwarves, gnomes, halflings, and humans.
- 🧝 **Dwarves** inhabit both hills and mountains. Hill dwarves are more common than their mountain dwarf brethren.
- 🧝 **Halflings** can be found in stable realms led by strong rulers and are most common in the central and western Flanaess, from the Uleks to the Urnst states.
- 🧝 **Gnomes** of the Flanaess include forest and rock gnomes and can be found in burrow communities in hilly or mountainous regions.

Humans and demihumans are adversaries to marauding humanoids—gnolls, goblins, hobgoblins, kobolds, ogres, orcs, trolls, and xvarts—and drive them from civilized lands. The table to the right contains the Flan name for the various species of the Flanaess. These names are still in common parlance to this day.

Species	Flan Name
Elf	Olive or Olvenfolk
Dwarf	Dwur or Dwurfolk
Gnome	Noniz
Halfling	Hobniz
Orc	Euroz
Goblin	Jebli
Hobgoblin	Hoch Jebline (<i>High Goblins</i>)
Kobold	Celbit
Gnoll	Kell
Bugbear	Buchveer
Ogre	Eiger
Troll	Trulent

FACTIONS

THE CIRCLE OF EIGHT

THIS GROUP IS COMPOSED EXCLUSIVELY OF powerful wizards who preserve what they perceive as the balance across the Flanaess. It was founded by the archmage **Mordenkainen** [N male human Wiz 20+] and is informed by his complicated philosophy of “enforced neutrality”.

The Circle seeks to prevent the tyranny of extreme good and evil from achieving dominance. Operating clandestinely, the Circle’s ethos means they are as likely to aid malevolent forces as goodly folk. Fortunately, for those aligned with good, the Circle perceives the current balance to be tilted in favor of evil...for now.

The other members of the Circle of Eight are:

- ✦ **Rary of Ket** [N male human Wiz 20+]: A reserved, dignified Baklunish scholar–mage hailing from Lopolla.
- ✦ **Tenser** [LG male human Wiz 20]: A long–time comrade of Mordenkainen and champion for law and goodness, based in the Fortress of Unknown Depths on the Nyr Dyv near the village of Magepoint.
- ✦ **Bigby of Scant** [N male human Wiz 18]: Mordenkainen’s former apprentice, hailing originally from Oldridge in the Great Kingdom, now living in Onnwal.
- ✦ **Drawmij** [N male human Wiz 16]: A reclusive figure who oversees Keoland and the southern Flanaess from his undersea lair near Gradsul.
- ✦ **Nystul** [N male human Wiz 16]: A Tenha wizard hailing from Redspan and connected with the Keepers of the Flan.
- ✦ **Bucknard** [N male human Wiz 16]: A Bisselite archmage, who, tormented by a past loss, has, of late, grown reclusive and withdrawn.
- ✦ **Otiluke** [N male human Wiz 16]: A volatile wizard who recently replaced the mage Leomund on the Circle. He is a member of the Directing Oligarchy of the Free City of Greyhawk.
- ✦ **Otto** [N male human Clr 3 (Boccob)/Wiz 15]: A short, rotund, and jovial Almorian expatriate with a gourmand’s appetite. He is a mage–priest of Boccob.

Tenser strongly endorses his former apprentice **Jallarzi Sallavarian** [NG female human Wiz 14] as a candidate to join the Circle. This aristocratic, well–connected wizard would bring a valuable perspective to the increasingly insular group—and, as Tenser is all too aware, would skew the Circle further towards good. She eventually joins in 581 CY after Bucknard’s disappearance in 579 CY.

Some of the members of the Circle, such as Bucknard, Bigby, Rary, Tenser, Otiluke, and Otto, are widely recognized and well–regarded across the Flanaess. Others, such as Drawmij and Nystul, prefer to operate outside of public scrutiny. Each member has their own network of agents, while some even have small

private armies of retainers. Ultimately Mordenkainen steers the Circle’s agenda and how it shapes the Flanaess. He is based in his Obsidian Fortress in the Yatil mountains near Veluna, but often can be found within the Free City of Greyhawk.

KNIGHTLY ORDERS

There are many knightly orders in the Flanaess, large and small. Notable ones include:

- ✦ **The Knight Protectors of the Great Kingdom.** Once the premier chivalric order in the Flanaess, the Knight Protectors were weakened by betrayal and the Great Kingdom’s descent into decadence. When they opposed the Naelax overkings’ wicked ascension, they were declared traitors and enemies of the crown. Eventually replaced by Ivid V’s fanatically loyal **Fiend–Knights of Doom**, a few Knight Protectors remain in Almor, Ratik, and Knurl in the Bone March, while others secretly roam Aerdy defending the weak or aiding the rebels of the Grandwood and Adri Forests.
- ✦ **The Knights of the Hart.** Three entwined knightly orders based in Furyondy, Veluna, and Highfolk, each sworn to defend their home realms and bound by a shared oath to stand together in times of peril.
- ✦ **The Knights of the Holy Shielding.** This order rules and protects the lands on the northern shores the Nyr Dyv against the evils of Iuz, the Bandit Kingdoms, and their sworn foes, the Horned Society. The Hierarchs have in turn vowed to slay and defile their Knight Commander, the Earl of Walworth.
- ✦ **The Knights of Luna.** This is a 200 strong olven knighthood sworn to protect Celene’s monarchy and other olven communities. Most knights are based in Celene, with some in the Duchy of Ulek and Highfolk. They would have elves lead the Flanaess against the growing evils. Queen Yolande’s cousin, Prince Melf Brightflame is prominent in the order and argues for Celene to become more involved in the affairs of the Flanaess.
- ✦ **The Knights of the Watch (or Watchers).** An initiatic fraternal order sworn to protect Keoland and the Sheldomar Valley. They are currently vigilant against raids from the Baklunish West and the evil giants and humanoids of the Crystallmist and Hellfurnace Mountains.



JALLARZI SALLAVARIAN AND
HER FAMILIAR EDWINA



BUCKNARD OF THE
CIRCLE OF EIGHT

THE FLANAESS

The subsequent sections provide a detailed overview of the following regions within the Flanaess:—

- ☛ Central Flanaess
- ☛ Old Keoland
- ☛ Eastern Flanaess (Old Nyrond)
- ☛ Eastern Flanaess (Great Kingdom and Neighbors)
- ☛ Northern Flanaess
- ☛ Western Flanaess (Baklunish West)

The section on each region begins with a broad description to establish essential context, with attention given to prominent regional factions and events of note. Each land in that region is then described, including a concise portrait of its ruler (where applicable) including the ruler's alignment, class, and level, along with three descriptive phrases that provide some insight into their character. Lastly the land's description outlines the system of governance in place, accompanied by notable personages and significant locales within the region.

CENTRAL FLANAESS

With Iuz's unwelcome return to Dorakaa, the Vesve Forest and Howling Hills swarm with humanoids, marauders, and monstrous horrors. The **Boneheart**, a dozen powerful priests and mages, eagerly enforce his will and carve out their own private fiefdoms within his empire. The six Greater Boneheart wield terrifying power while the six Lesser Boneheart are formidable in their own right. The spies and agents of Iuz's **Bonshadow** scour the Flanaess for secrets, artifacts, and lore to strengthen him, while priests win new converts to his sadistic creed. As Old Wicked readies for war, he courts allies with the demon lords of Abyss including Pazrael, Zuggtmoy, his sire, Graz'zt, and possibly Lloth, through her drow ambassador Eclavdra.

Meanwhile, King Belvor IV of **Furyondy** must overcome the anguish of his son's disappearance to unite his fractured nobles for the inevitable war with Iuz. The northern lords, **Veluna**, and the **Highfolk** stand ready to lend their strength, southern Furyondy, the nobles of **Verbobonc**, and the Gentry of **Dyvers** view Iuz as a distant matter. The Queen and Great Court of **Celene** remain silent and should war come it seems most uncertain what aid they would provide. In **Perrenland**, the canny Voorman Franz regards Iuz's return with concern from his mountain holdfast, determined to keep his people out of conflict — whether it is their will or

not. He is willing to appease the Old One if it spares his country. The legacy of the devastation wrought by Iuz's mother, Igglwil, still lingers in that land.

The **Shield Lands** are too beset by nearby foes to focus on Iuz's return. Optimists, including Earl Holmer, see it as a blessing, hoping war between the Horned Society and Iuz will weaken both. Others, like Viscount Zeech of Alhaster, view this as naive and consider drastic measures to safeguard their lands and people. Their enemies, the Hierarchs of the **Horned Society** are keenly aware of the Old One's desire for vengeance against them and seek to amplify their power through dark pacts and artifacts. They would extend their domain at the expense of the Rovers of the Barrens, and the Shield Lands. They have enticed some of the western Bandit Kings to serve as mercenaries in the campaigns they intend to launch in the coming year.

The **Free City of Greyhawk** thrives on trade and wealth plundered from ancient tombs that give the Cairn Hills their name. Though many have been looted, hidden sites and greater treasures may yet remain. Castle Greyhawk, the fortress—home of the mad archmage Zagig, still attracts treasure—hunters and adventurers despite its many perils. Further south, the shores of **Hardby** and the **Wild Coast** have recently been plagued by a series of slave-taking raids by ships bearing yellow sails. In dockside taverns from Hardby to Scant, it is whispered that the Yellow Sails make port in the **Pomarj**, and that the anarchy of that land veils the rise of a new and sinister threat to the Flanaess.

Though the Temple of Elemental Evil lies in ruins, some of its wicked leaders managed to escape and the cult endures. They may be responsible for Prince Thrommel's disappearance, and if so, their plans for the paragon may include the defilement of his very soul.



IUZ THE EVIL

Location	Ruler	Description
Celene, Faerie Realm of	Queen Yolande, CG female elf (gray) Ftr 7/Wiz 11; <i>increasingly withdrawn, wounded by the world, values olven lives above all</i>	Sovereign hereditary olven monarchy; Yolande's cousin, Prince Melf Brightflame, grows concerned with her withdrawal from the affairs of the wider world.
Dyvers, Free Lands of	Magister Margus, NG male human Rog 17; <i>experienced intriguer, complacent incumbent, charming old gentleman</i>	Sovereign city-state republic governed by a magister elected for an indefinite term by the Gentry of Dyvers (nobles, landowners, and merchants); port and center of trade; great rivalry with the Free City of Greyhawk
Furyondy, Kingdom of	King Belvor IV, LG male human Pal 14 (Heironeous); <i>strong and regal, vigorous warrior, cunning politician</i>	Sovereign hereditary monarchy; strongest realm in the Central Flanaess; royal authority checked by Noble Council of the realm's great magnates; home to a chapter of Knights of the Hart
Greyhawk, Free-City of	Lord-Mayor Nerof Gasgal, LN male human Rog 10; <i>charming, but ruthless, meticulous schemer, desires legitimacy among the elite</i>	Sovereign oligarchic city-state ruled by a lord—mayor elected by the Directing Oligarchy, a council of nobles, priests, and guildmasters; major hub for road and river trade on the Selintan River; former home of Zagig Yragerne, who built the infamous Castle Greyhawk outside the city
Hardby, Gynarchy of	Despotrix Ilena Norbelos, NG female human Wiz 10; <i>formidable presence, sharp of mind and wit, subtle but unquestioned authority</i>	Sovereign oligarchic city-state ruled by the Trade Council, an assembly of merchants and guildsmen, elected by the guilds; the ceremonial head of state, the Despotrix — elected by and from the women of six noble families — wields considerable influence over the Trade Council and its policies; long-time rival and occasional vassal of the Free City of Greyhawk

Location	Ruler	Description
Highfolk, Free Town of	Mayor Loftin Greystand, N male human Drd 12; <i>likable, honest and forthright, dithering consensus-seeker</i>	Autonomous municipality; mayor of the town is elected by popular vote of household leaders; home to a chapter of the Knights of the Hart
Highvale	Lord Kashafen Tamarel of Flameflower, CG male elf (high) Wiz 14/Ftr 4, <i>cautious, determined, deep thinker</i>	Loosely organized autonomous territory; hereditary leaders rule individual olven clans in the Vale of the Velverdyva and the Vesve Forest
Horned Society	The Hierarchs of the Horned Society (identities unknown)	Oligarchic theocracy ruled through fear and might by a mysterious cabal of 13 devil-worshipping Hierarchs; formed during luz's imprisonment and occupying his eastern provinces, they are deeply concerned by his return
luz, Empire of	luz the Old, CE male cambion demigod; <i>fiendish sadist, desires unfettered power, unquenchable thirst for vengeance</i>	Autocratic theocracy ruled by a demigod, the Boneheart, and his clergy; luz is said to have built the Road of Skulls between the Howling Hills and his capital Dorakaa on Whyestil Lake
Perrenland, Concatenated Cantons of	Voormann Franz, LN male human Rng 15; <i>unsentimental pragmatist, values security over virtue, disinterested in popular opinion</i>	Sovereign parliamentary republic comprised of autonomous cantons ruled by hereditary clan leaders; Leaders sit on a Cantonal Council that legislates and elects a voormann every 8 years to oversee diplomacy, command the military, and act as the head of state; the country suffered a decade of tyranny under the witch-queen Iggwilv in the late fifth century
Pomarj, The	Various humanoid tribal leaders	Lawless peninsula dominated by humanoid tribes, bandits, and marauders; rumored to harbor the hidden lair of the infamous Slavelords
Shield Lands, The	Earl Holmer of Walworth, LG male human Ftr 7/Clr 5 (Heironeous); <i>paragon of chivalry, stubborn and suspicious, unwarranted pride in his own abilities</i>	Sovereign commonwealth of nobles ruled by the highest ranking peer, who serves as the Knight Commander of the Holy Shielding; fractious alliance with Furyondy and the Urnst states; fighting to hold the line against the Bandit Kingdoms and Horned Society
Veluna, Archclericy of	Canon Hazen, LG male human Clr 19 (Rao); <i>old and wise, living saint, calm and measured authority</i>	Sovereign theocracy devoted to Rao, ruled by the Canon of Veluna, advised by a Council of Bishops and the Celestial Order of the Moons, comprised of representatives from seven secular noble houses and the Viscount of Verbobonc; renowned as a beacon of hope and divine justice; home to a chapter of Knights of the Hart
Verbobonc, Viscounty of	Viscount Wilfrick, LN male human Ftr 10; <i>aging gracefully, detests elemental cults, fixated on the big-picture</i>	Hereditary fiefdom owing fealty to the Canon of Veluna, but enjoying considerable autonomy; site of the Temple of Elemental Evil and the Battle of Emridy Meadows
Wild Coast	Various burgomasters, lord mayors, and petty despots	Free territory with self-governing settlements; haven for outcasts and dissidents; cities include Narwell, Safeton, Cantona, Fax, Badwall, and Elredd

OLD KEOLAND

The great basin of the Sheldomar and Javan rivers lies between the Barrier Peaks, Crystallmist, and Hellfurnace Mountains to the west and the Lortmil Mountains to the east. This expanse of plain, hill, and forest is home to a collection of realms, the most prominent being the Kingdom of Keoland. Other notable states include Bissel, Geoff, Gran March, the Hold of the Sea Princes, the Ulek states, and the Yeomanry.

Keoland dominates the heart of the region, lying between the Javan and the Sheldomar. It is an ancient realm, founded within a century of the Rain of Colorless Fire by a union of Suloise and Oeridian peoples. Keoland's culture and institutions are shaped by the legacy of that great cataclysm and the determination that it never be repeated. While Keoland's kings rule for life, succession is decided by a council of the realm's great and good. Establishment of state religions by the sovereign is forbidden by law, and the practice of arcane magic is strictly controlled by the Silent Ones. This ancient and secretive order is devoted to preventing the spread of dangerous magical knowledge and artifacts. Many of the realms of this region were or are Keoish vassals. Whilst most of Keoland's kings have sought harmonious, if paternalistic, relations with their fiefs, some sought to expand the realm's frontiers through conquest. However, when, in the mid fifth century, conquest abroad threatened to become tyranny at home, many vassals renounced their oaths. While a century of more conciliatory Keoish kings has improved relations, tensions linger between Keoland and its neighbors.

Gran March was a frontier province granted to a chivalric order known as the Knights of the March, sworn to protect Keoland. When Baklunish raiders began to raid through the Fals

Gap, the Knights of the March were reformed into a new order — the Knights of the Watch. In the nearly three centuries since, the Watchers have been a potent force in the region. Their rule has not always been gentle or wise, however. As a result, many nearby realms — notably Geoff, Bissel, Ket, and Veluna — who might otherwise be allies, do not look warmly upon Gran March or the Knights of the Watch.

The three realms that lie in the shadow of the western mountains, **Geoff**, **Sterich**, and the **Yeomanry** face perennial raids by humanoids, giants, and other monstrous creatures descending from the uplands or erupting from the Underdark. The Barrier Peaks, north of Geoff, are infamous for their strange and usually hostile inhabitants. A valley at the headwaters of the Javan river is said to be the domain of a mysterious archmage. Recent rumors from the Yeomanry speak of a great opening or passage having appeared in the mountains south-west of the town of Westburn.

Bissel's frontier with Ket, which includes the strategic Fals Gap, has been the scene of raids and skirmishes for over a century and there is no love lost between them. The **Principality of Ulek** faces similar perils on its eastern frontier with the fallen Pomarj, from which orc and other humanoid raiders launch frequent attacks. The southern provinces of Keoland and the Yeomanry suffer perennial raids by slave-takers from the **Hold of the Sea Princes**. The princes of that realm have long profited from the vile trade. However, the newly anointed Prince of Monmug, Jeon II, seeks to persuade his peer to outlaw slavery entirely, though he faces an uphill battle.



HERALDRY OF THE
KNIGHTS OF THE WATCH

Location	Ruler	Description
Bissel, March of	Margrave Walgar, LG male human Rgr 15; <i>seasoned campaigner, will of iron, death before dishonor</i>	Sovereign hereditary monarchy; located in the Fals Gap, the main pass through the western mountains to the Baklunish realms and a major trade route; frequent skirmishes with the forces of Ket; formerly a vassal of Keoland, and, after the Short War, Furyondy
Geoff, Grand Duchy of	Grand Duke Owen, LG male human Ftr 5/Wiz 13 (illusionist); <i>young face — old soul, graceful step, great empathy</i>	Hereditary monarchy; the grand duke is a <i>de jure</i> vassal of the the Keoish crown, but enjoys <i>de facto</i> sovereignty; long and storied history of fighting giants in the nearby mountains; the people of Geoff are predominantly Flan
Gran March	Commandant Petros, LG male human Ftr 15; <i>born to the blade, pragmatic commander, does not suffer fools gladly</i>	Militaristic fiefdom owing fealty to the Keoish crown, but enjoying considerable autonomy; commandant elected by nobles and knights for five years; nobility is closely entwined with the Knights of the Watch
Keoland, Kingdom of	King Kimbertos Skotti, LG male human Rgr 15; <i>quick study, disdain for intrigue, possesses the common touch</i>	Sovereign elective monarchy with succession by assent of the Council of Niole Dra, composed of major nobility, guildmasters, and other dignitaries; one of the oldest surviving realms in the Flanaess and the most powerful in the region
Lortmil Mountains	—	Natural border between Old Keoland and the Central Flanaess; site of the Hateful Wars between Celene, the Ulek states, and the orcs, goblinkin and humanoids of the mountains
Sea Princes, Hold of the	Prince Jeon II of Monmurg, NG male human Ftr 17; <i>stymied moralist, detests slavery, a decent man in an indecent land</i>	Sovereign aristocratic oligarchy of merchant-princes, with the Prince of Monmurg considered the first among equals; much of the Hold's wealth relies upon plantations worked by enslaved people; holders have explored and established outposts in the Amedio Jungle to the south
Sterich, March of	Earl Querchard, LG male human Ftr 6/Brd 6; <i>romantic warrior-poet, wandering soul, sworn brother to King Kimbertos</i>	Hereditary fiefdom owing fealty to the Keoish crown, but enjoying considerable autonomy; the current Earl is viewed as kin rather than a vassal by the King of Keoland
Ulek, County of	Count Lewenn, N male human Drd 13; <i>deeply spiritual, down to earth, old faith but new ideas</i>	Sovereign hereditary monarchy where the sovereign must belong to the hierarchy of the Old Faith; former vassal of Keoland
Ulek, Duchy of	Duke Grenowin of Ulek, NG male elf (high) Ftr 2/Wiz 11; <i>multilateralist, loyal ally, persistent and diplomatic</i>	Sovereign hereditary monarchy with an entirely olven aristocracy; former vassal of Keoland with a large population of olve; Grenowin is a good friend of Prince Melf Brightflame
Ulek, Principality of	Prince Olinstaad Corond, LG male dwarf Ftr 3/Rog 12; <i>acquisitive, old campaigner, believes in right through might</i>	Sovereign hereditary monarchy with an entirely dwarven aristocracy; significant naval forces on the Azure Sea; eastern frontier is threatened by raids and incursions from the Pomarj and the Suss Forest
Valley of the Mage	The Mage of the Valley (identity unknown)	Secluded refuge of an enigmatic archmage; current inhabitants unknown; thought by some to be the resting place of the <i>Cup and Talisman of Al'Akbar</i>
Yeomanry League	Freeholder Crispin Redwell, LN male human Ftr 7/Clr 4 (Zilchus); <i>fiery orator, man of the people, values deeds over words</i>	Sovereign democratic republic governed by an elected Freeholder and a Council of Common Grosspokesmen; suffrage for all adult citizens who have performed military service or are gainfully employed

EASTERN FLANAESS: OLD NYROND

THE **KINGDOM OF NYROND** IS THE MAIN BASTION protecting the Flanaess from the Great Kingdom's spreading evil. Yet after claiming sovereignty in 356 CY, its kings displayed the same high-handed arrogance as their former overlords, with Nyrondese forces burning Old Wintershiven in the Pale and attacking the Duchy of Urnst. In 450 CY, King Dunstan I, called the Crafty, renounced these claims at the Great Council of Rel Mord, but memories of Nyrond's aggression linger. Today Nyrond's armies skirmish with the North Province and the Bone March in the Flinty Hills, while its navy battles the fleets of the South Province on the waters of Relmor Bay. It bolsters the **Prelacy of Almor**, as all know that when war with Ivid V comes, the pious Almorians will be the first to feel his vengeance. The nearby Adri Forest is home to freedom-loving woodfolk who defy the overking. Ancient ruins lie in the deep woods guarded by olven sentinels. Nyrondese and Almorian forces have seen success in the **Bone March**. Once a fief of the Great Kingdom, it was overrun by humanoids in 563 CY, with its capital, the fortress-city of Spinecastle, undone by treachery. Recently, a joint Nyrondese and Almorian expedition reclaimed the southern town of Knurl, and restored it to its original ruler,

Count Dunstan of Blemu. Now a Nyrondese vassal, Dunstan works to expand his holdings and eagerly seeks allies to aid him in this cause.

The **Duchy of Urnst** was recently wracked by the Revolt of the Divines (also known as the Temple Coalition Revolt), sparked by the anti-clerical tyranny of Duke Justinian — the current duke's brother. It was ended only by Justinian's death (ironically for want of cleric healing) and the succession of Duke Karll, who restored religious liberties. The Duchy is plagued by marauders and monsters from the Cairn Hills, Abbor-Alz, and the Bright Desert. Its sister state, the **County of Urnst** faces perennial piracy and raiding along the Artonsamay River, its frontier with the Bandit Kingdoms. As well as bolstering her forces and fortifications, the countess employs a large cadre of intelligencers (said to include members of her family) in the realms of the Bandit Kings, spying on their movements, and occasionally taking more active measures to safeguard the County.

The **Theocracy of the Pale** is an orderly realm devoted to the strict doctrines of



A PALISH HOLY
SYMBOL OF PHOLTUS

the One True Path of Pholtus. Life here is comfortable, so long as one does not stray from the Path. For those that do, penance is scarcely less severe than punishment. The country borders on the mist—shrouded Troll Fens, which teem with the fell creatures. Every quarter century or so, the mists grow particularly thick, heralding a Troll Winter, when trolls swarm into the surrounding lands killing every living thing in their path. The Palish regard the neighboring **Duchy of Tenh** as damnable

heretics yet the Duchy is one of the few Flan realms that survive to the present day. It is not lucky in its neighbors. To the west lie the Bandit Kingdoms, a continual source of raids and attacks. To the north lie the clans of Stonefist, who delight in marauding south in summer, and to the east are the Troll Fens and the Pale. The realm's counter to these many threats is the famous red—cloaked cavalry of the Tenha Host.

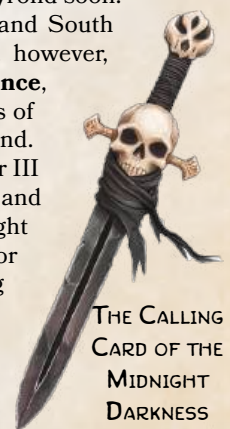
Location	Ruler	Description
Almor, Prelacy of	Prelate Kevont, NG male human Clr 12 (Pelor); <i>pious, shrewd but compassionate, unflinching defender of his people</i>	Sovereign oligarchic theocracy governed by a council of clerics (including priests of Pholtus, Pelor, and Heironeous) who elect the ruling prelate; staunch ally of Nyron and Iron League; buffer state against the Great Kingdom
Bone March	Count Dunstan of Blemu, LN male human Ftr 9; <i>distinguished gentleman, steely survivor, one step ahead of the enemy</i>	Hereditary fiefdom of the Great Kingdom that stayed loyal to values of its golden age; Herzog Grenell's betrayal allowed it to be overrun by humanoid tribes from the Raker Mountains; Marquis Clement is missing and presumed dead
Innsa, Principality of	Prince Corazell of Garasteth, CN male human Ftr 7; <i>cheerful boor, unrepentant drunk, changeable as a weathercock</i>	Hereditary fiefdom; the prince is a <i>de jure</i> vassal of the Prelate of Almor, but has also sworn secret oaths of fealty to the Overking of Aerdy in an attempt to safeguard his holdings in the event of war
Nyron, Kingdom of	King Archbold III of Rax—Nyron, LG male human Ftr 16; <i>valiant leader of men, believes in decency and goodness, increasingly hidebound in his thinking</i>	Sovereign hereditary monarchy; former vassal of the Overkings of Aerdy; tendency towards absolutist rule due to the threat posed to the realm by the Great Kingdom
Pale, Theocracy of the	Theocrat Ogon Tillit, LN male human Clr 14 (Pholtus); <i>true believer, intolerant of heterodoxy, let fire redeem what faith cannot</i>	Autocratic theocracy ruled by theocrat elected for life by and from the Council of Nine, a conclave of provincial prelates; the Church of Pholtus is the only established and legal state religion; the Palish church follows a strict (LN) interpretation of the One True Path, and worship of other gods and the practice of arcane magic is brutally suppressed
Tenh, Duchy of	Duke Ehyeh II, LN male human Ftr 12; <i>doughty, energetic ruler, leads from the front</i>	Sovereign hereditary monarchy; one of the few Flan—ruled realms surviving in the Flanaess; the duke's heir, Ehyeh, has already earned a reputation as an aggressive cavalry commander
Urnst, County of	Countess Bellissima Gellor, CG female human Wiz 12; <i>famous beauty, beloved by the people, superlative politician and diplomat</i>	Hereditary fiefdom owing <i>de jure</i> fealty to the Duke of Urnst, though its rulers enjoy a wide degree of <i>de facto</i> autonomy; former vassal of Nyron
Urnst, Duchy Palatine of	Duke Karl Lorinar, CG male human Rgr 12; <i>politically naive absentee ruler, rugged outdoorsman</i>	Sovereign hereditary monarchy; former vassal of the Great Kingdom; the Duke is advised by nobles in the Honorable Chamber; clerics wary due to persecution by the previous duke; the capital, Leukish, is ruled on behalf of the duke by Hadric, a corrupt mayor; Maure Castle is located here

EASTERN FLANAESS: THE GREAT KINGDOM AND BEYOND

Within the **Great Kingdom**, wickedness reigns unchecked under a mad overking who dines with devils. The Church of Hextor and its armies remain obedient to Ivid V's commands. His network of spies—the **Web**—are ever vigilant for treason and sedition. The overking's Companion Guard and the fanatically loyal Fiend Knights of Doom are his weapons of choice against his enemies. Resistance remains, however. The clandestine **Heralds of the Dawnsbreak** (or **Dawnsbreak Clan**) seek to restore the realm to virtue. They are secretly led by the Patriarch of Pholtus, Emastuss Carcosa of Rauxes. Naturally, the overking has declared the Dawnsbreak traitors and ordered their immediate extirpation. He has unexpected aid in the form of **Midnight Darkness**, a cult devoted to Nerull, whose members are unremarkable citizens by day, but become merciless killers by night, targeting the servants of good gods and other “enemies of Aerdy”.

Ivid V plans to unleash war on Almor and Nyron soon. He demands that the Herzogs of the North and South Provinces muster their armies. His vassals, however, have their own designs. In **North Province**, Herzog Grenell forges alliances with the clans of Bone March, promising rich plunder in Nyron. Meanwhile, in **South Province**, Herzog Chelur III plans a coordinated campaign against Idee and Sunndi, hoping to overwhelm them with weight of numbers. In the **See of Medegia**, Holy Censor Spidesa seeks to conserve his armies, biding his time for any sign of weakness in Rauxes. His neighbor in **Rel Astra**, Constable—Mayor Drax, courts the **Sea Barons** in hopes of forging an alliance that would allow both fiefs to exert more independence from Ivid V's capricious rule.

In the south, the realms of the Iron League



THE CALLING
CARD OF THE
MIDNIGHT
DARKNESS

must stand united or be conquered one by one. At sea, the fleets of **Onnwal** clash with South Province privateers in the Sea of Gearnat, while the **Lordship of the Isles** fend off the Sea Barons in the Aerdi Sea. On land, **Idee** and **Sunndi** must look to their defenses as well aid from their allies in **Irongate**, to weather the coming onslaught. The dwarves of the **Iron Hills** can certainly tip the balance, if their temperamental king can be persuaded to intervene. While its armies muster for war, the League's network of spies, **the Jade Mask**, work to thwart imperial machinations. **Sunndi** also faces a threat from the Vast Swamp, where the batrachian minions

of Wastri the Hopping Prophet escalate their murderous attacks against the non-human folk of the county.

The **Scarlet Brotherhood** has covertly assembled a significant fleet to secure its homeland and expand into Hepmonaland and the Amedio Jungle. They have allied with Suloise tribes and enslaved the native Olman people. Within the Tilvanot Peninsula, hobgoblin forces and Suloise tribal warriors are gathering, suggesting imminent plans for a large-scale assault on the unsuspecting lands of Flanaess. However, the timing and target of this strike remain unknown.

Location	Ruler	Description
Aerdy, Great Kingdom of	Overking Ivid V of Naelax, LE male human Clr 5 (Hextor)/Wlk 11 (Baalzephon); <i>mad tyrant, possessed of low cunning, highly inventive in his vengeance</i>	Sovereign hereditary monarchy; though <i>de jure</i> the overking wields great power, <i>de facto</i> the great magnates of the empire enjoy great autonomy in their fiefs
Dullstrand, Independent City of	Tinmar Kaamrev, NG male human Brd 10, <i>fine orator, man of the people, unafraid to make enemies</i> ; Kjirig Grefstov, LN male human Ftr 9; <i>steel wolf, sharp wit, martial entrepreneur</i> ; Chirney Retev, CN male human Rog 10; <i>inveterate schemer, masterful merchant, likes to be on the winning side</i>	Sovereign oligarchic city-state ruled by three Masters of Dullstrand, who choose their successors; former Aerdi fiefdom
Idee, County of	Count Fedorik Eddri, LN male human Ftr 14; <i>master strategist, hardened by war, scruples are a peacetime luxury</i>	Sovereign hereditary monarchy; former vassal of the Herzog of the South Province; founding member of the Iron League
Irongate, Free City of	Lord High Mayor Cobb Darg, (appears male human, details uncertain); <i>sharp of wit and wile, impressively well informed, unmovable rock of the Iron League</i>	Sovereign oligarchic city-state ruled by a Lord Mayor elected by a Council of Wardens comprised of nobles, priests, merchant, and soldiers; former vassal the Herzog of the South Province; founding and preeminent member of the Iron League
Iron Hills, Kingdom of	King Holgi Hirsute, LG male dwarf Ftr 15; <i>cautious pragmatist, proud warrior-king, long memory for past slights</i>	Sovereign hereditary monarchy; ancient dwarven kingdom that never bent the knee to Aerdy; allied with Irongate, but remains aloof from the Iron League
Lordship of the Isles	Prince Latmac Ranold, CN male human Ftr 16; <i>bold leader, unapologetic traditionalist, stranger to subtlety</i>	Sovereign hereditary monarchy; former vassal of the Herzog of the South Province; member of the Iron League; strong navy; argues for more direct action against the Great Kingdom, but suffered a naval defeat in 572 CY at the hands of the Sea Barons
Medegia, See of	Holy Censor Spidasa, LE male human Clr 15 (Hextor); <i>decadent sybarite, craven bully, not nearly as clever as he thinks</i>	Theocratic fiefdom owing fealty to the Overking of Aerdy; once appointed by the overking, the Holy Censor is now elected by a synod of the Medegian Church of Hextor; Medegia's armies are better suited to parade grounds than battlefield
North Province	Herzog Grenell of Naelax, LE male human Clr 19 (Hextor); <i>austere despot, intricate schemer, pragmatic in his ambitions</i>	Hereditary fiefdom (with strong theocratic elements) owing fealty to the Overking of Aerdy, but enjoying a great degree of autonomy; current ruler is a powerful priest of Hextor and cousin of Ivid V
Onnwal, Free State of	Szek Ewerd Destron, LN male human Ftr 10; <i>fair-minded and forthright, at home on the seas, does not suffer fools gladly</i>	Sovereign hereditary monarchy; former vassal of the Herzog of the South Province; founding member of the Iron League; capital city of Scant is home to Bigby of the Circle of Eight; clandestine war for control of thieves' guild known as the Wreckers
Rel Astra, City of	Constable-Mayor Drax of Garasteth, LE male human Ftr 3/Wiz 9; <i>pragmatic, iron-willed traditionalist, enlightened despot (on a good day)</i>	Hereditary fiefdom owing fealty to the Overking of Aerdy, but enjoying imperial immediacy and considerable autonomy; constable-mayor advised by a demonic Fiend-Sage; first city built by the Aerdi and former imperial capital
Scarlet Brotherhood (Shar)	Father of Obedience Korenth Zan, LE male human Mnk 20; <i>suspicious of subordinates, tireless devotion to the Brotherhood, seeks to manifest the destiny of the Suel</i>	Mysterious realm that appears to the outside world as a noble oligarchy, but is in truth a tyrannical autocracy ruled by a secretive monastic order bent on the subjugation of the peoples of the Flanaess
Sea Barons, Dominion of the	Lord High Admiral Sencho Foy, LE male human Ftr 13; <i>fearless, oldest shark in the sea, still has few tricks left up his sleeve</i>	Hereditary fiefdom owing fealty to the Overking of Aerdy, but enjoying a great degree of autonomy; act as the navy of the Great Kingdom; recently defeated a squadron of the Lordship of the Isles off Medegia
South Province (Ahliissa)	Herzog Chelor III of Naelax-Selor, LE male human Ftr 9/Rog 3; <i>incompetent egotist, slippery as an eel, forever dreaming of conquest and glory</i>	Hereditary fiefdom owing fealty to the Overking of Aerdy, but enjoying a great degree of autonomy; ruled by a cadet line of the House of Naelax; current incumbent is a cousin of Ivid V who seeks to curry favor with the overking by reconquering the realms of the Iron League
Spindrift Isles	Councils of Five and Seven (true names unknown)	Archipelago of five main islands; the four northern isles governed by an olvish Council of Seven, while the southernmost isle settled by humans and governed by an oligarchic Council of Five
Sunndi, County of	Count Hazendel, CG male elf (gray) Ftr 1/Clr 4 (Trithereon)/Wiz 7; <i>true polymath, despises tyranny, staunch defender of land and liberty</i>	Sovereign hereditary monarchy; former vassal of the Herzog of the South Province; member of the Iron League; borders on the Vast Swamp, site of Tomb of Horrors and home to Wastri the Hopping Prophet

Never again will my people be stained and damaged by the actions of an inferior race. We will travel east and find the scattered survivors of our great empire. My Scarlet Brotherhood will build the Suel empire anew. All who do not kneel to us will be crushed. We must move with haste, for the fires of my nation's death-pyre move this way.



NORTHERN FLANAESS

The Northern Flanaess features a range of climates from cool continental to subarctic to polar tundra. Here cities and towns give way to tribal camps and steadings set amid cool steppe grasslands and coniferous forests.

Lying close to the mysterious Land of Black Ice, the realm of **Blackmoor** (known locally as Arn) abounds with strange ruins and marvels, including the sprawling Castle Blackmoor, and the Egg of Coot, an enigmatic being reputedly served by clockwork automata. These curiosities, as well as tales of a City of the Gods and a land of eternal day beyond the Black Ice, attract many daring adventurers from southern lands, though rather fewer make the return journey.

The western steppes are dominated by the **Chakyik** and **Weigwur**. The return of Iuz is a direct challenge to the latter, whose sacred burial grounds lie in the Howling Hills, for which the Old One shows a peculiar interest. Fierce skirmishes have already broken out in the uplands and along the Dulsi and Blackwater rivers. These seem to presage a campaign by Iuz's armies to crush the troublesome nomads. Agents of Old Wicked have visited the court of the Chakyik Ilkhan, urging war against their old rivals to the east. However, the envoys were sent away with warnings that to appear again in the lands of the Chakyik would be their death.

The eastern steppes and the subarctic Barrens are the traditional lands of the **Arapahi**, known to southern realms as the Rovers of the Barrens. Their combined warbands were badly defeated by the Horned Society at the Battle of the Opicm River in 515 CY and they have never quite recovered from the reverse. The Horned Society continue their encroachment and the return of Iuz is an unmistakable ill-omen. The Ataman of the Wardogs (as their elite warriors are known) knows that they must soon make a stand or perish.

In the **Hold of Stonefist**, threats multiply to the rule of the Master of the Hold, Sevvord Redbeard. Ratik and the Fruztii, and, separately, the Tenhas all seem to be planning campaigns against the Hold. Meanwhile, disunity grows over the rulership of the Hold between the descendants of Stonefist (who may compete for positions of leadership) and the indigenous Coltens

(who may not). If the Hold descends into civil war, few of its neighbors will mourn.

The **Cruski** and **Schnai** have allied in recent years to raid the shores and shipping of the North Province, Sea Barons, and the Great Kingdom as far south as Rel Astra. Like the Fruztii, the Cruski pay tribute to fierce King Orvung of the Schnai. Orvung has named a price for the Ustula region south of Glot, Cruski ancestral lands taken in war by the Schnai. If the Cruski raiders can bring back enough plunder to satisfy him, Orvung has promised to relinquish the territory. Thus, the next raiding season promises bring a storm of steel to southern shores.

The **Archbarony of Ratik**, beset by foes, has forged the Northern Alliance with the **Fruztii** and seeks allies in the other Rhizian kingdoms. The pact was solemnized by the Seal of the Alliance (known colloquially as the *Seal of Marner*), a gold-edged parchment bearing the great wax seals of both Archbaron Lexnol and King Rälff and blessed by the gods of Ratik and the Fruztii. Those who would sunder this alliance – most notably the agents the Overking of Aerdy – have determined that stealing this document would fatally undermine the pact, given the great stock the superstitious Fruztii put in its symbolism.

Turmoil is the only constant among the **Combination of Freelords (Bandit Kingdoms)**. Marauding bandits have raided all of the neighboring lands except the Horned Society. The Hierarchs escaped their depredations only because some of the western bandit lords have allied with them for a campaign against the Arapahi. The Bandit Kingdoms are marked by two notable natural features – the Riftcanyon, a 180 mile long, 30 mile wide, and 1 mile deep rent in the Oerth surrounded by rocky badlands, and White Plume Mountain, a lone volcanic peak southwest of the Rift.



KING RÄLFF
OF THE FRUTZII

Location	Ruler	Description
Arapahi (Rovers of the Barrens)	Ataman Kishwa Dogteeth, CN male human Brb 11; <i>cunning war leader, as fleet on foot as in the saddle, laughs in the face of death</i>	Loose confederation of four major Flan clans and twelve minor, each led by a chieftain chosen for strength and leadership, and comprising several nomadic tribes; the best warriors join the Wardogs, a warband whose leader (Ataman) wields limited authority over the clan chieftains, particularly in matters of war
Barren Wastes	—	Harsh, despoiled badlands where dragons roam and sometimes go to die; ancient tombs are said to lie undisturbed here, filled with long-forgotten lore and treasures
Blackmoor, Archbarony of (Arn)	Archbaron Bestmo, NE male human Ftr 11/Wiz 4; <i>enigmatic despot, always gets his cut, seeker after dark artifacts</i>	Sovereign hereditary monarchy; former fiefdom of the Great Kingdom at its greatest extent; precise details of current government structure unknown; numerous nonhuman tribes; remote and little-spoken of; known locally as Arn
Chayik, Ilkhanate of the (Tiger Nomads)	Cligir Ilkhan, CN male human Ftr 11/Wiz 3 (illusionist); <i>aged but undimmed, can't trick a trickster, spits on the Old One</i>	Confederation of nomad clans loosely ruled by an ilkhan, the most powerful noble of the royal clan; steppe nomads with scattered trading and mining settlements
Cruski, Kingdom of the (Ice Barbarians)	King Logloff Bearhair, CN male human Bbn 14; <i>sharp as ice, nobody's thrall, despises the stink of sorcery</i>	Sovereign hereditary monarchy, though the king has little actual authority over his jarls, who enjoy almost complete autonomy; Logloff despises the Scarlet Brotherhood for murdering his uncle, King Cralstag, after he rejected their overtures

Location	Ruler	Description
Free Lords, Combination of (Bandit Kingdoms)	Sixteen petty warlords and tyrants with dubious claims to royal titles	A loose confederation of small realms with forms of government ranging from autocratic theocracies to despotic city-states; skirmishes and scheming between the Free Lords is endemic, but they swiftly unite to face common threats.
Fruztii, Kingdom of the (Frost Barbarians)	King Rälff, CN male human Bbn 15; <i>shrewd, willing to consider new ideas, bends the knee to no man</i>	Sovereign hereditary monarchy, technically bound by an oath of vassalage to the King of the Schnai, though independent in practice. Recently signed a treaty of mutual defense with Ratik against the Bone March; weakest of the three Rhizian kingdoms
Ratik, Archbarony of	Archbaron Lexnol III, NG male human Rng 13; <i>aging gracefully, skilled leader and tactician, urgently seeks allies</i>	Hereditary fiefdom owing oaths of fealty to the Overking of Aerdy, but <i>de facto</i> sovereign since the fall of the Bone March; recently allied with the Fruztii
Schnai, Kingdom of the (Snow Barbarians)	King Orvung, CN male human Bbn 16; <i>old berserker, unquenched thirst for plunder, rewards broken oaths with cold steel</i>	Sovereign hereditary monarchy with the king exercising only weak authority over powerful jarls; jarls meet at an annual Assembly at Knudje and then negotiate with the king, who may be called upon to resolve legal disputes; extract tribute from the Fruztii and Cruski; established colonies of the isles of Fireland in the eastern ocean
Stonefist, Hold of	Sevvord Redbeard, Master of the Hold, CE male human Ftr 18; <i>battle breeds strength, disobedience brings death, woe to the vanquished</i>	Sovereign semi-hereditary monarchy governing both settled and nomadic subjects; descendants of the original Stonefist compete in a bi-annual Rite of Battle Fitness; victors may challenge the Master of the Hold for rulership; indigenous Coltens excluded from this ceremony
Weigwur, Tarkhanate of the (Wolf Nomad)	Bargru Tarkhan, CN male human Bbn 9/Wiz 5 (illusionist); <i>born in the saddle, victor of many battles, dauntless in the face of the Old One</i>	Confederation of nomad clans; the hereditary tarkhan of the ruling clan has some authority (limited by charisma and martial strength) over the other khans

WESTERN FLANAESS (BAKLUNISH WEST)

IN THESE LANDS BAKLUNISH CULTURE ENDURES and thrives. In the north, the survivors of the Invoked Devastation founded great realms and cities where learning and commerce flourished. The Zashassar of Ekbir is one of the greatest schools of arcane magic in the Flanaess, preserving knowledge from before the Twin Cataclysms. The Mouqollad Consortium unites merchant clans into a powerful alliance to secure their collective prosperity. Its caravans and fleets traverse land and sea to trade with far-off lands. The faith of Al'Akbar is prominent in the settled realms, though it is riven by a schism between the Exalted Faith, led by the Caliph of Ekbir, and the True Faith led by the Grand Mufti of the Yatils. The schism arose after the theft of the *Cup and Talisman of Al'Akbar*, which remain unrecovered.

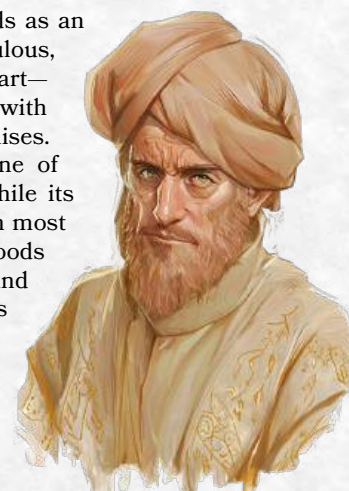
The realm of **Ket** is the main gateway between the Flanaess and the Baklunish West. As a frontier land, it has seen its share of war and there is longstanding animosity between Ket and Bissel. The current beygraf harbors ambitions to expand his realm eastwards through conquest. However, he well knows that such aggression would rouse not only Veluna and Furyondy against him, but Gran March and the Knights of the Watch. For now, at least, he bides his time, waiting for an opportune time to strike.

Tusmit is a relatively small country in terms of population. However, it has as neighbors two of the most populous — Ekbir and Zeif. Having been beholden to both in the past, the sovereignty it currently enjoys is thanks to careful and cunning diplomacy, pitting one giant against the other, while professing friendship to both. Jadhim'orem Pasha fears that the Caliph of Ekbir desires to absorb Tusmit, and so employs covert agents to enflame tensions between the caliph and Zeif's sultan. Should those efforts fail, he is also hiring mercenaries from far and near to strengthen his armies. Should those efforts succeed, however, it could spark a war that tears the west asunder.

The **Caliphate of Ekbir** stands as an beacon of enlightenment, populous, prosperous, and—for the most part—peaceful. The realm is blessed with not one, but two great metropolises. The ancient city of Ekbir is one of the oldest in Western Oerik, while its second city, Kofeh, is larger than most capitals in the Flanaess. Goods from across Oerik are bought and sold in the sprawling bazaars and bedistans of these trading ports. The northern provinces are subject to raids by the Chakyik, while Ekbir's coasts are occasionally harassed by pirates from the Ataphad Isles in the northern Dramidj Ocean.

Ekbir's famous *spahi* — holy knights devoted to Al'Akbar — defend her on land, while a substantial navy defends her shores and the lucrative Mouqollad trade fleets.

The **Sultanate of Zeif** is the imperial power of the region. Rising from the ruins of the Baklunish Empire, the writ of its sultan once extended to Tusmit and Ket in the east and the Khedivate of Mur in the west. Zeif's imperial fortunes have waxed and waned over the centuries. Its only “foreign” holdings now are the ports of the Bakhoury Coast — but even here, embers of rebellion smolder, fanned by Zeif's western rivals, Risay and Komal. The current sultan — a somewhat remote and cautious ruler — has reigned for over two decades with few territorial gains to show for it. Therefore, he has directed the Diwan (his council of advisors led by the Grand Vizier), to do more to assert his authority over all the lands once held by his forebearers.



RARY OF KET

In the arid south, the survivors of the Invoked Devastation adopted the peripatetic life of the nomad, following the rains and rich grazing across the arid steppes and scrublands. These peoples are called **Paynims**, by outsiders. They have no single name for themselves, since they do not consider themselves a unified people. Their horsemanship is superlative, as is their skill in mounted archery and melee. The enigmatic stone circles of Tovag Baragu (Navel of the Oerth) on the shores of the salt lake of Udrukankar are the only remnant of the old Baklunish Empire that survived the Devastation intact. They are guarded and regarded with reverence by Paynim dervishes, who tell strange tales of other worlds glimpsed between the monoliths on nights of auspicious astronomical conjunctions.

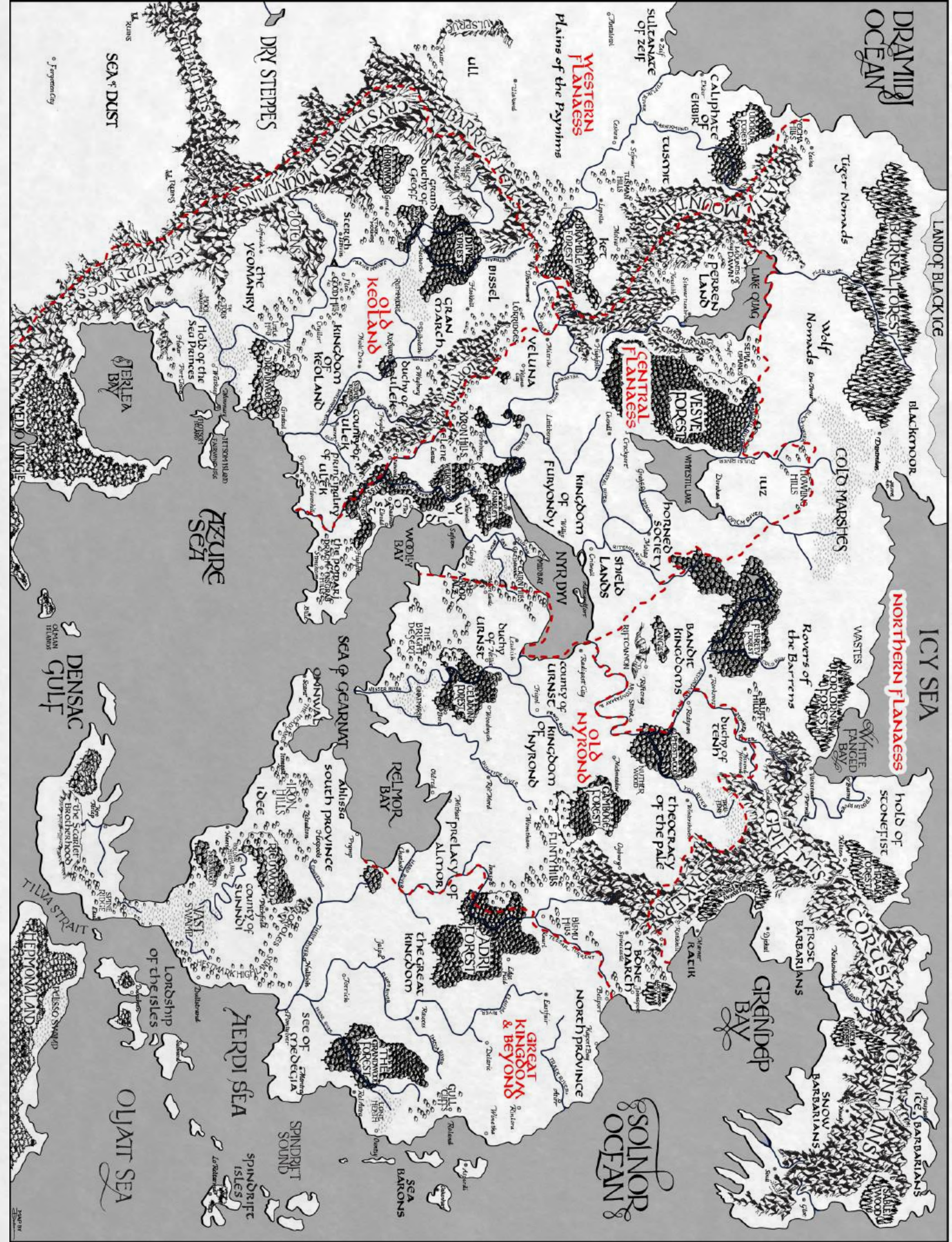
The realm of **Ull** lies in a basin of arid scrublands flanked by the Ulsprue Mountains to the west and the Barrier Peaks to the east. It is dominated by a single large clan of Paynim origin — the Ulakandar — who wrested it from Oeridian tribes who refused to migrate east with their kin a millennium ago. Known as Yorodhi, these tribes have been driven into the desert hills of the north-west Crystallist mountains. The Ulakandar are a fierce and treacherous people, given to slave-taking and the worship of reviled gods and demon princes. It is certain that many lost secrets of the origins of the Oeridian peoples lie buried beneath the hills and plains of Ull.

Location	Ruler	Description
Dry Steppes	—	Desert where the Baklunish Empire once stood.
Ekbir, Caliphate of	Xargun Caliph, LG male human Clr 16 (Al'Akbar); <i>venerable, righteous and wise, vessel of kindness</i>	Sovereign aristocratic theocracy; ruler must be a high-ranking cleric of Al'Akbar from one of five royal clans; fractious relationship with Zeif; original home of the <i>Cup and Talisman of Al'Akbar</i> until they were seized by mysterious olves centuries ago; Xargun Caliph is head of the Exalted Faith sect of Al'Akbar's faith
Ket, Beygravate of	Zoltan Beygraf, LN male human Ftr 12/Clr 3 (Al'Akbar); <i>ambitious, eager for conquest, a glorious end absolves ignoble means</i>	Sovereign monarchy with semi-hereditary rulership with succession by assent of the clergy, nobility, and mercantile interests; a beygraf must have proven leadership and fighting skills, while magical ability is also preferred; former fiefdom of Zeif; occupied for half a century by Keoland; Ket adheres to the True Faith sect of Al'Akbar; the city of Lopolla is home to the famed archmage Rary of Ket
Plains of the Paynims	Various clan leaders	A collection of at least three related groups of nomadic Baklunish peoples, each ruled by royal clans (led by tarkhans, padishahs, kha-khans); nobles (ilkhan, orakhan, shah) lead lesser clans, which are in turn comprised of tribes led by petty nobles (khans, amirs); clans roam throughout the year between the Dry Steppes and the Zeif border; Tovag Baragu (Navel of the Oerth) is located here
Sea of Dust	—	Arid and desolate wasteland where the Suel Imperium once stood.
Tusmit, Pashalik of	Jadhim'orem Pasha, LN male human Ftr 13; <i>crafty and calculating, cautious diplomat, hates foreign influence</i>	Sovereign elective monarchy, with the pasha elected by the nobles of the realm and raised to the dignity of royalty; former fiefdom of Zeif; until relatively recently, new pashas required the blessing of the Caliph of Ekbir; much devotion — particularly in the north — for the True Faith of Al'Akbar; the Grand Mufti of the Yatils often grants the title "orem" ("one set apart") to new pashas, endorsing their authority
Ull, Orakhanate of	Draske Orakhan, CE male human Ftr 13; <i>greedy and arrogant, bears the scars of many battles, the strong do what they will</i>	Large autocratic clan with succession by conquest, duel, or assassination; the dictatorial power of the orakhan reaches as far as he can project it; tribes ruled by autocratic chieftains who wield nearly absolute power; some tribes are settled, while others are nomadic
Zeif, Sultanate of	Murad Sultan, LN male human Ftr 12; <i>suspicious and inscrutable, proud of his heritage, dispenses justice without pity</i>	Sovereign hereditary monarchy; the sultan wields near absolute power, and is advised by Grand Vizier and a council known as the Diwan; the nobility are related the royal family in various degrees

Beyond our fragile realms lie the Fading Lands, where the Oerth intersects the Planes. Some possess a strange allure to the adventurous, like the Isle of the Ape or the Court of Rings, where the Fey cavort and dance. Others are places of dread and woe, such as the Reaping Halls of Scythingfane or the infernal wasteland that cradles the Blood Obelisk of the Aerdy—a shameful monument to an unspeakable act of wickedness.

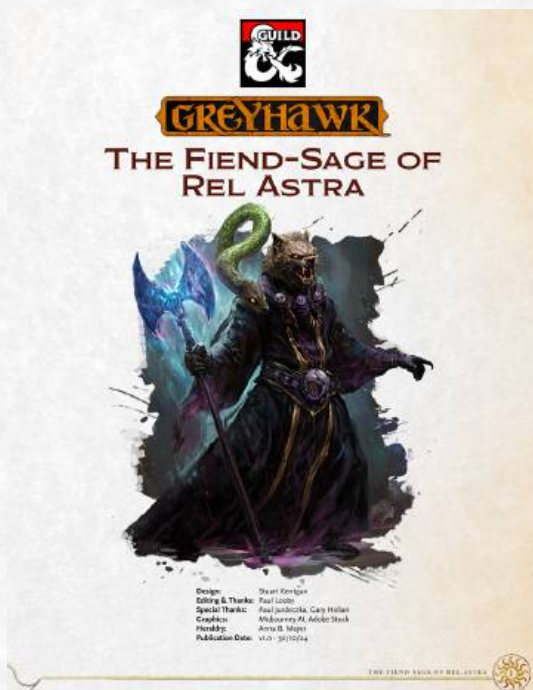
The Flanaess is replete with such sites of mystery, their tales too vast to recount in a single lifetime. Fortunately, I will soon have the benefit of many lifetimes.





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